

THE ELDER SCROLLS IV

OBLIVION



STARTER GUIDE

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This is not my Beautiful House?!

Your adventure begins in Cyrodiil during the third era. You're locked in the imperial prison, the largest in Cyrodil, for an unknown crime. Suddenly, Emporer Uriel Septim the VII, accompanied by his imperial bodyguards, the Blades, arrive at your cell door. Fleeing from assassins who have already murdered three of the Emporer's children, Uriel reveals your cell contains a secret passage that may be the key to his escape. Pardoned, you follow deep into the capital city's underground, but who are these hooded men chasing the Emporer, and what part do you have to play in this grand plan? There's only one way to find out.



How Did I Get Here?!

Creating your character is the most important decision that you will make during the tutorial, as it affects the entire game. Upon selecting a race, certain bonuses and impediments are immediately counted toward the Hero's attributes and skills. For example, elves excel at magic while Nords, and Orsimer excel at combat-oriented abilities. Each race is suited for a different class, but Oblivion allows for enough customization to make any race work with any class.

Choosing your Race:



Altmer (High Elf)

The Altmer, or High Elves, are a race of elves who inhabit parts of Tamriel. They hail from the Summerset Isle and are one of the ten default playable races, they're primarily known for their enhanced magical abilities. *Birth Power - Fortify Magicka 100.*

Argonian

The Argonians are natives of Black Marsh. Their reptiloid physique suits them for aquatic and terrestrial habitation. Years of living in dangerous bogs and swamps have bolstered their immunity to the diseases and poisons found there. *Birth Power - Water Breathing.*



Bosmer (Wood Elf)

Across the Empire, the various barbarian Elven clanfolk of the Western Valenwood forests are collectively referred to as Wood Elves. They also call themselves Bosmer - which, translated, means "Tree-Sap/Wood People". *Birth Power - Beast Tongue.*





Breton

Bretons are humans with a touch of elven ancestry and they populate the province of High Rock. They are capable mages with high Magicka resistance but have few other distinctive features.

Birth Power – Fortify Magicka 50 & Dragonskin.

Dunmer (Dark Elf)

The Dunmer, more commonly referred to as Dark Elves, are the dark skinned elves originally from the province of Morrowind. They have red, glowing eyes and their skin tones vary from green to grey, and even light blue. *Birth Power – Ancestor Guardian.*



Imperial

Imperials, also known as Cyrodilics, are humans native to the civilized, cosmopolitan province of Cyrodiil. Imperials are renowned throughout Tamriel as endowed orators. *Birth Power – Star of the West & Voice of the Emperor.*

Khajiit

Khajiit are one of the humanoid races that inhabit the continent of Tamriel, primarily their home province of Elsweyr. Many of these Khajiit disdain weapons in favor of their claws. *Birth Power – Eye of Night & Eye of Fear.*



Nord

Originally hailing from the province of Skyrim, they are tall and fair-haired people. Strong and hardy, Nords are famous for their resistance to cold. They are highly talented warriors.

Birth Power – Nordic Frost & Woad.



Orsimer (Orc)

Orcs, also called Orsimer or “Pariah-Folk”, are the green-skinned natives of the Wrothgarian Mountains, Dragontail, and Orsinium. Scorned for their physical appearances. Orcs are mistaken as tainted or cursed by elves. *Birth Power – Berserk.*

Redguard

The most naturally talented warriors in Tamriel, the Redguards of Hammerfell seem born to battle. In addition to their affinities for weapon and armor styles, Redguards are also blessed with resistance to poison and disease. *Birth Power – Adrenaline Rush.*



Resistances & Weaknesses:

Weaknesses are listed as a negative number. For example, -25 represents 25 points of weakness to fire. *Imperials and Khajiit have no special resistances or weaknesses.*

<u>RACE</u>	<u>DISEASE</u>	<u>FIRE</u>	<u>FROST</u>	<u>MAGIC</u>	<u>POISON</u>	<u>SHOCK</u>
<u>ALTMER</u>	+75	-25	-25			-25
<u>ARGONIAN</u>	+75				+100	
<u>BOSMER</u>	+75					
<u>BRETON</u>				+50		
<u>DUNMER</u>		+75				
<u>NORD</u>			+50			
<u>ORISMER</u>				+50		
<u>REDGUARD</u>	+75				+75	

Skill Bonuses:

Racial Skills are special passive bonuses that you have depending on the race you choose for your character. Each bonus is listed below.

SKILLS	ALTMER	ARGONIAN	BOSMER	BRETON	DUNMER	IMPERIAL	KHAJIT	NORD	ORSIMER	REDGUARD
ACROBATICS			+5				+10			
ALCHEMY	+5	+5	+10	+5						
ALTERATION	+10		+5	+5						
ARMORER								+5	+10	
ATHLETICS		+10			+5		+5			+10
BLADE		+5			+10	+5	+5	+10		+10
BLOCK								+5	+10	
BLUNT					+5	+5		+10	+10	+10
CONJURATION	+5			+10						
DESTRUCTION	+10				+10					
HAND-TO-HAND		+5				+5	+10		+5	
HEAVY ARMOR						+10		+10	+10	+5
ILLUSION	+5	+5		+5						
LIGHT ARMOR			+5		+5		+5			+5
MARKSMAN			+10		+5					
MERCANTILE						+10				+5
MYSTICISM	+10	+5		+10	+5					
RESTORATION				+10				+5		
SECURITY		+10					+5			
SNEAK			+10				+5			
SPEECHCRAFT						+10				



Character Background Bonuses:

In the remaster, gender is removed and skill bonuses are now associated with your character's background. The table below details the skill differences.

RACE	CHOICE	STRENGTH	INTELLIGENCE	WILLPOWER	AGILITY	SPEED	ENDURANCE	PERSONALITY
ALTMER	Choice 1	30	50	40	40	30	40	40
	Choice 2	30	50	40	40	40	30	40
ARGONIAN	Choice 1	40	40	30	50	50	30	30
	Choice 2	40	50	40	40	40	30	30
BOSMER	Choice 1	30	40	30	50	50	40	30
	Choice 2	30	40	30	50	50	30	40
BRETON	Choice 1	40	50	50	30	30	30	40
	Choice 2	30	50	50	30	40	30	40
DUNMER	Choice 1	40	40	30	40	50	40	30
	Choice 2	40	40	30	40	50	30	40
IMPERIAL	Choice 1	40	40	30	30	40	40	50
	Choice 2	40	40	40	30	30	40	50
KHAJIT	Choice 1	40	40	30	50	40	30	40
	Choice 2	30	40	30	50	40	40	40
NORD	Choice 1	50	30	30	40	40	50	30
	Choice 2	50	30	40	40	40	40	30
ORSIMER	Choice 1	45	30	50	35	30	50	30
	Choice 2	45	40	45	35	30	50	25
REDGUARD	Choice 1	50	30	30	40	40	50	30
	Choice 2	40	30	30	40	40	50	40

Letting the Day's go by.

A Birthsign is a constellation under which a person can be born. A person born under a sign is usually bestowed magical bonuses, ranging from increased Magicka to a paralyzing kiss. These bonuses can be perceived as either a blessing or a curse.

Choosing your Birthsign:



The Apprentice

Those born under the sign of the Apprentice have increased Magicka, but also have a weakness to it. The Apprentice ability confers a 100 point bonus to your Magicka attribute but gives you a 100% Weakness to Magic.

The Atronach

Those born under the Atronach cannot regenerate Magicka but have a chance of absorbing any magic cast at them. You don't regain Magicka over time. Instead, you have a 50% Spell Absorption and your base Magicka is also increased by 150 points.



The Lady

Those born under the sign of the Lady have increased Willpower and Endurance. The Lady's Blessing confers bonuses of 10 points to your Willpower and Endurance attributes. Today the Lady shall fortify you in your quest for glory.



The Lord

Those born under the Lord can regenerate Health but are vulnerable to fire. Being born under the Lord gives you the Blood of the North lesser power to regenerate up to 90 points of Health. However, you also gain the Trollkin curse, a permanent 25% Weakness to Fire.

The Lover

Those born under the sign of the Lover can paralyze others with just a kiss. Use the Lover's Kiss power once a day to paralyze your opponent for 10 seconds at the cost of 120 points of Fatigue. Today the Lover shall sweeten your journey as you confront your fate.



The Mage

Those born under the sign of the Mage have increased Magicka. The Mage ability confers a permanent bonus of 50 points to your Magicka. Today the Mage shall light your way on the paths of glory.

The Ritual

Those born under the sign of the Ritual can heal themselves and turn the undead. Those born under the Ritual use the Mara's Gift power once a day as a powerful Restore Health spell. The Blessed Word can turn the undead.



The Serpent

Those born under the Serpent can poison others at a loss of their own Fatigue. Gain the Serpent spell to cause a slow but potent poison on touch, while simultaneously curing yourself and dispelling magic on yourself. Casting this spell costs 100 points of Fatigue.

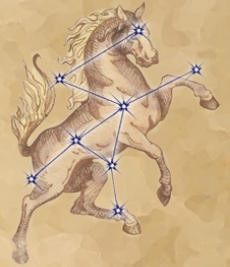


The Shadow

Those born under the sign of the Shadow can make themselves invisible. Use the Moonshadow power once a day to become invisible for 60 seconds. Today the Shadow shall hide you from destiny's cunning hounds.

The Steed

Those born under the sign of the Steed can move like the wind across the Gold Coast. The Steed ability grants a bonus of 20 to your Speed attribute. Today the Steed shall speed your progress on the road to destiny.



The Thief

Those born under the sign of the Thief have increased Agility, Speed, and Luck. The Thief ability grants a 10 point bonus to your Agility, Speed, and Luck attributes. Today the Thief shall guide your steps on the road to destiny.

The Tower

Those born under the Tower can unlock doors magically, and reflect damage from attackers. With the Tower Key power, once a day open a door or container of Average lock level or less. The Tower Warden reflects 5 points of damage for 120 seconds once a day.



The Warrior

Those born under the sign of the Warrior have increased Strength and Endurance. The Warrior ability grants a bonus of 10 points to your Strength and Endurance attributes. Today the Warrior shall prove a stalwart companion when fortune fades.

Once In a Lifetime!

Unlike in Skyrim, the Elder Scrolls Oblivion has a class system. A class is a system that defines a character's specialization and capabilities. Chosen by the player, each has its own skill set, governing attributes, and abilities.

Choosing your Class:



Acrobat

The kind of person that uses agility and endurance to their advantage and Unafraid of jumping long distances. **Specialization:** Stealth. **Attributes:** Agility, Endurance. **Skills:** Acrobatics, Illusion, Marksman, Mercantile, Security, Sneak, and Speechcraft.

Agent

They are Charming when they can be seen and almost invisible when in shadow. **Specialization:** Stealth **Attributes:** Agility, Personality. **Skills:** Acrobatics, Illusion, Marksman, Mercantile, Security, Sneak, and Speechcraft.



Archer

A marksman, adept at combat at great distances. Able to take down most foes before they have a chance to draw a sword. **Specialization:** Combat. **Attributes:** Agility, Strength. **Skills:** Armorer, Blade, Blunt, Hand-to-Hand, Light Armor, Marksman, and Sneak.





Assassin

*Nimble and quiet, they move in darkness to strike at the unsuspecting. Locks hold no doors shut to them. **Specialization:** Stealth. **Attributes:** Intelligence, Speed. **Skills:** Acrobatics, Alchemy, Blade, Light Armor, Marksman, Security, and Sneak.*

Barbarian

*Fearsome brutes who inspire fear and dread in the hearts of their enemies. Like a storm, swift and powerful. **Specialization:** Combat. **Attributes:** Speed, Strength. **Skills:** Armorer, Athletics, Blade, Block, Blunt, Hand-to-Hand, and Light Armor.*



Bard

*Intelligent and personable, they prefer to accomplish tasks with their words first, and sword second. **Specialization:** Stealth. **Attributes:** Intelligence, Personality. **Skills:** Alchemy, Blade, Block, Illusion, Light Armor, Mercantile, and Speechcraft.*

Battlemage

*Able to resolve most conflicts with either spell or sword. They are a deadly mix of scholar and soldier. **Specialization:** Magic. **Attributes:** Intelligence, Strength. **Skills:** Alchemy, Alteration, Blade, Blunt, Conjuraton, Destruction, and Mysticism.*



Crusader

*A combatant who wields the power of brute strength and medicinal knowledge. **Specialization:** Combat. **Attributes:** Strength, Willpower. **Skills:** Athletics, Blade, Blunt, Destruction, Hand-to-Hand, Heavy Armor, and Restoration.*



Healer

Fighters of poison and illness. The art of restoration is their ally, and the art of destruction is their weapon. **Specialization:** Magic.

Attributes: Personality, Willpower. **Skills:** Alchemy, Alteration, Destruction, Illusion, Mercantile, Restoration, and Speechcraft.

Knight

The most noble of all combatants. Strong in body and in character.

Specialization: Combat. **Attributes:** Personality, Strength. **Skills:**

Blade, Block, Blunt, Hand-to-Hand, Heavy Armor, Illusion, and Speechcraft.



Mage

Using their extensive knowledge of all things magical, they wield a might more powerful than the sharpest blade. **Specialization:** Magic.

Attributes: Intelligence, Willpower. **Skills:** Alchemy, Alteration, Conjunction, Destruction, Illusion, Mysticism, and Restoration.

Monk

Quick and cunning with the empty hand, they are strong in spirit.

They prefer to solve conflict by arrow or by fist. **Specialization:**

Stealth. **Attributes:** Agility, Willpower. **Skills:** Acrobatics, Alteration, Athletics, Hand-to-Hand, Marksman, Security, and Sneak.



Nightblade

Spell and shadow are their friends. By darkness they move with haste, casting magic to benefit their circumstances. **Specialization:**

Magic. **Attributes:** Speed, Willpower. **Skills:** Acrobatics, Alteration, Athletics, Blade, Destruction, Light Armor, and Restoration.



Pilgrim

*Hearty folk, versed in the tomes of old. They profit by bartering in the market, or by persuading the weak-minded. **Specialization:** Stealth. **Attributes:** Endurance, Personality. **Skills:** Armorer, Block, Blunt, Light Armor, Mercantile, Security, and Speechcraft.*

Rogue

*Using speed in combat rather than force. Persuasive in conversation, their tongues are as sharp as blades. **Specialization:** Combat. **Attributes:** Personality, Speed. **Skills:** Alchemy, Athletics, Blade, Block, Illusion, Light Armor, and Mercantile.*



Scout

*Preferring the country to the city life, the forests to busy highways, Scouts can evade and protect with great proficiency. **Specialization:** Combat. **Attributes:** Endurance, Speed. **Skills:** Acrobatics, Alchemy, Armorer, Athletics, Blade, Block, and Light Armor.*

Sorcerer

*Relying on the spells of the mystic arts. Unique to these mages is the bodily stamina to be armed with thick armor. **Specialization:** Magic. **Attributes:** Endurance, Intelligence. **Skills:** Alchemy, Alteration, Conjunction, Destruction, Heavy Armor, Mysticism, and Restoration.*



Spellsword

*More athletic than the sorcerer, and better suited for spells than the knight, their attacks are unpredictable. **Specialization:** Magic. **Attributes:** Endurance, Willpower. **Skills:** Alteration, Blade, Block, Heavy Armor, Destruction, Illusion, and Restoration.*





Thief

Profiting from the losses of others is their love. Swift in shadow, and crafty in bartering. **Specialization:** Stealth. **Attributes:** Agility, Speed. **Skills:** Acrobatics, Light Armor, Marksman, Mercantile, Security, Sneak, and Speechcraft.

Warrior

Unafraid, they enter the fray with no regard for injury. Masters of melee, they put little faith in the magical arts. **Specialization:** Combat. **Attributes:** Endurance, Strength. **Skills:** Armorer, Athletics, Blade, Block, Blunt, Hand-to-Hand, and Heavy Armor.



Witchhunter

Swift on foot and clever with spells, they use distance as their ally. **Specialization:** Magic. **Attributes:** Agility, Intelligence. **Skills:** Alchemy, Athletics, Conjuraton, Destruction, Marksman, Mysticism, and Security.

Custom Class

Custom classes can be created by the player allowing for a more unique gaming experience. Players select their Specialization, Attributes, and Skills of their choosing. From there, players can give their newly created class a unique name.



-  For a quicker-leveling character, play to your strengths. Choose your most often used skills as your Major skills. Then choose a specialization that matches those skills as closely as possible, and play to those strengths.
-  For a slower-leveling, but more powerful character, play to your weaknesses. Leave most of the skills that you're going to use frequently as your Minor Skills and put useful, but not often-used skills as your Major Skills. Your Minor Skills will be leveled by use, and your less used Major Skills will be leveled with the boost.

Specialization:

Players can select one specialization for their class: Stealth, Magic, or Combat. The class specialization is selected and helps to increase skills under that specialization quicker. Players will select from Combat, Magic, or Stealth.

COMBAT	Armorer
	Athletics
	Blade
	Block
	Blunt
	Hand-To-Hand
	Heavy Armor

MAGIC	Alchemy
	Alteration
	Conjuration
	Destruction
	Illusion
	Mysticism
	Restoration

STEALTH	Acrobatics
	Light Armor
	Marksman
	Mercantile
	Security
	Sneak
	Speechcraft

Attributes:

Players can select Two Attributes. Favored Attributes lie outside of the three specializations and affect your character's overall performance. See the table below for more details.

ATTRIBUTE	SKILLS GOVERNED	FUNCTION
AGILITY	Marksman, Security, Sneak	Determines how well you can balance and move, Fatigue, and damage done with arrows.
ENDURANCE	Armorer, Block, Heavy Armor	Affects Fatigue, Health, and how much your Health increases when you raise levels
INTELLIGENCE	Alchemy, Conjuration, Mysticism	Affects total Magicka and magic use
PERSONALITY	Illusion, Mercantile, Speechcraft	Affects how much people like you.
SPEED	Acrobatics, Athletics, Light Armor	Affects how quickly you can walk, run, and swim.
STRENGTH	Blade, Blunt, Hand-to-Hand	Affects your maximum Fatigue, maximum Encumbrance, and damage done by melee weapon and hand-to-hand attacks
WILLPOWER	Alteration, Destruction, Restoration	Affects Magicka regeneration and Fatigue
LUCK	None	Modifies the effective values of all skills except Acrobatics, Athletics, and Speechcraft.

Skills:

A skill refers to the player's effectiveness in using the skill itself. Players choose seven major skills, and the remaining skills are made into minor skills. There are four common ways to increase skills permanently: Using the skill repeatedly. Reading books to increase that skill. Paying trainers to increase that skill. As a quest reward.

<u>SKILL</u>	<u>PURPOSE</u>
ACROBATICS	Acrobatics allows your character to jump higher and fall greater distances without taking damage.
ALTERATION	Alteration is the magic of altering the physical world. For example: the Open spell can be used instead of Security to open locks and Feather can be used if your Strength is too weak.
ARMORER	Armorer governs the use of repair hammers to repair both armor and weapons.
ATHLETICS	Athletics is the skill that determines how quickly you run and swim.
BLADE	Blade is the skill that governs how well your character can use short handled sharp weapons such as daggers, swords, claymores, katanas, and cutlasses.
BLOCK	Block allows you to reduce damage from melee and ranged combat, using a shield, weapon, or your hands.
BLUNT	Blunt is the skill that governs how well your character can use crushing weapons, such as maces, hammers, and axes.
CONJURATION	Conjuration magic is the art of summoning creatures from other planes, creating magical weapons and armor, and repelling undead creatures.
DESTRUCTION	Destruction magic provides many means of inflicting damage on enemies.
HAND-TO-HAND	Hand to Hand is the skill that governs how well your character can attack enemies using only fists.
HEAVY ARMOR	The Heavy Armor skill determines how much protection is provided by heavyweight armor, how much damage heavy armor takes, and how much heavy armor encumbers you.
ILLUSION	Use the school of illusion to create light, conceal, charm, paralyze or alter a person's aggression or confidence.
LIGHT ARMOR	The Light Armor skill determines how much protection is provided by lightweight armor, and how much damage light armor takes each time it is hit.
MARKSMAN	Marksman is the art of using bows and arrows.
MERCANTILE	Mercantile skill governs haggling, which allows you to sell goods to merchants for more while buying for less.
MYSTICISM	The school of mysticism includes spells that absorb, reflect, and dispel magic, move objects, sense life, and bind souls.
RESTORATION	Restoration involves the magical healing or augmentation of living tissue. You can cast spells to restore, fortify, or absorb physical and magical attributes, cure disease, and resist magical attacks.
SECURITY	Security is the skill that covers all forms of using lockpicks to open a person's locked door or chest.
SNEAK	The Sneak skill allows you to move around undetected, pick pockets, and do more damage to targets if you attack while sneaking.
SPEECHCRAFT	Speechcraft affects disposition, i.e., how people react to you and how much they like you.

Just Follow Your Eyes!

Cyrodiiil, also known as the Imperial Province, is a province in south-central Tamriel that is home to the human race known as Imperials. The center of their empire and seat of governance, Cyrodiiil is also known as “the Heartland”. The capital of both Cyrodiiil and the empire, the Imperial City, is located on City Isle in the center of the province; at the heart of the city is White Gold Tower, possibly the most renowned monument in Tamriel.



Anvil:

Anvil is a port city and the political capital of County Anvil. It is the westernmost city in Cyrodiil, located along the Abecean Sea. It also holds the Chapel of Dibella, where followers of the Nine Divines seek her blessing.



Shops:

🏰 Morvayn's Peacemakers - Weapons and Armor.

🏰 Lelles' Quality Merchandise - General Goods.

Guilds:

🏰 Fighters Guild - Apprentice Block & Blunt Training, Journeyman Blade Training, & Apprentice Hand to Hand Training.

🏰 Mages Guild - Journeyman Alchemy, Destruction & Illusion Training.

Points of Interest:

What secrets lie off the shore of this coastal city? What clues can you *Gleam* from their depths

Bravil:

Bravil also known as the Daughter of the Niben is one of the nine major cities located in the Province of Cyrodiil. A grand Ayleid settlement remains beneath the city, long after the fall of their civilization, as Bravil was built atop the ruins.



Shops:

-  The Archer's Paradox - Archery Shop.
-  The Fair Deal - General Goods.

Guilds:

-  Fighters Guild - Apprentice Hand-to-Hand Training.
-  Mages Guild - Journeyman Alchemy, Destruction & Mysticism Training.

Points of Interest:

Luciana Galena is an Expert Light Armor trainer, and rumor has it may know how to help offload some ill-gotten gains.

Bruma:

Bruma is the northernmost city in Cyrodiil, located in the Jerall Mountains along the border to Skyrim. Bruma's northern latitude, combined with its high altitude, results in a much different climate than that of areas of the province.



Shops:

 Hammer and Axe - Weapons and Armor.

 Novaroma - General Goods.

 Nord Winds - Weapons, Armor, & Clothing

Guilds:

 Fighters Guild - Apprentice Heavy Armor & Blade Training.

 Mages Guild - Apprentice Destruction Training.

Points of Interest:

Close to Skyrim, many of the town's guards used to be adventurers like you. Until they took an arrow in the knee.

Cheydinhal:

Cheydinhal is the city closest in Cyrodiil to the Morrowind border near the Velothi Mountains and the Valus Mountains. Being so close to Morrowind, Cheydinhal is populated and influenced considerably by the Dunmer.



Shops:

-  Mach-Na's Books - Books.
-  The March Rider - Weapons & Armor.
-  Borba's Good's and Stores - General Goods.

Guilds:

-  Fighters Guild - No Training Available.
-  Mages Guild - Apprentice Alteration Training & Novice Destruction Training.

Points of Interest:

There is an abandoned house located in Cheydinhal. Just looking at it gives you feelings of *chaos, doom, and discord*.

Chorrol:

Chorrol is one of the nine major cities located in the Imperial Province of Cyrodiil. Chorrol produces the hardest workers seen on this side of Colovia and they take advantage of the Great Forest and its flora.



Shops:

-  Fire and Steel - Weapons and Armor.
-  Northern Goods and Trade - General Goods.
-  Renoit's Books - Books.

Guilds:

-  Fighters Guild - Journeyman Block Training.
-  Mages Guild - Journeyman Alteration, Conjunction and Apprentice Mysticism Training

Points of Interest:

Weynon Priory is located just southeast of the city. What secrets could that little chapel hold, and why are you so drawn to it?

Leyawiin:

Leyawiin is one of the nine major cities located in Cyrodiil. Leyawiin has a large population of Argonians and Khajiits because of its close proximity to Alabaster in Pelletine and Gideon in Murkmire.



Shops:

🏰 Southern Books - Books.

🏰 The Dividing Line - Weapons and Armor.

🏰 Best Goods and Guarantees - General Goods.

Guilds:

🏰 Fighters Guild - Journeyman Blade and Apprentice Heavy Armor Training.

🏰 Mages Guild - Apprentice Alchemy and Master Mysticism Training.

Points of Interest:

The Blackwood Company is a mercenary-like group that competes with the Fighters Guild. Known for taking less scrupulous jobs, you should keep an eye out for them.

Skingsrad:

Skingsrad is a city in the West Weald of southwestern Cyrodiil. The city is famous for its wines, with vineyards owned by the Surilie brothers (Davide and Gaston) and Tamika found outside the walls.



Shops:

- 🏰 Colovian Traders - General Goods.
- 🏰 Hammer and Tongs - Weapons and Armor.
- 🏰 All Things Alchemical - Sells Alchemical Tools, Potions, and Ingredients.

Guilds:

- 🏰 Fighters Guild - Apprentice Block Training.
- 🏰 Mages Guild - Apprentice Conjuration and Mysticism Training.

Points of Interest:

Count Janus Hassildor of Skingsrad is rarely seen out in public. The Count is an reclusive man, and sometimes difficult to see, but does enjoy his *evenings*.

Imperial City Market District:

The Imperial City Market District is located in the northeast section of the Imperial City and is the main center for trade and commerce. The greatest selection of items in the province can be found in the Market District.

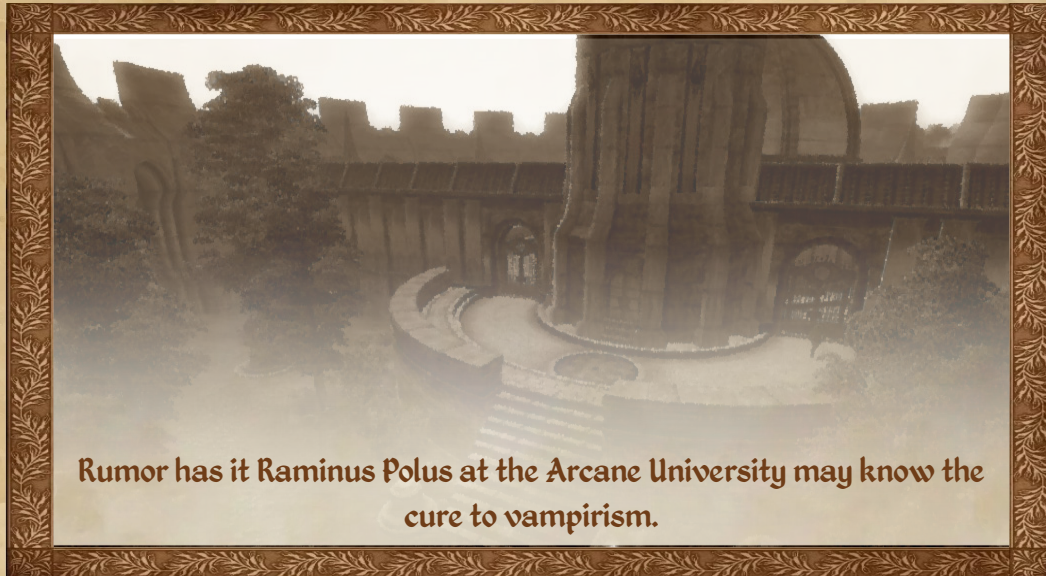


Shops:

- | | |
|---|--|
| 👑 Divine Elegance - Clothing. | 👑 First Edition - Books. |
| 👑 The Feed Bag - Food & Drink. | 👑 Rindir's Staffs - Magical Staffs & Robes. |
| 👑 The Gilded Carafe - Alchemy Ingredients. | 👑 Stonewall Shields - Shields & Armor. |
| 👑 Slash 'N Smash - Blunt Weapons. | 👑 The Best Defense - Light Armor. |
| 👑 The Copious Coinpurse - General Goods. | 👑 A Fighting Chance - Weapons & Armor. |
| 👑 The Main Ingredient - Alchemy Ingredients. | 👑 Three Brothers Trade Goods - General Goods. |
| 👑 Red Diamond Jewlery - Jewels & Clothing. | 👑 Mystic Emporium - Spells, Scrolls & Soul Gems. |
| 👑 Edgar's Discout Spells- Low Level Spells & Scrolls. | |
| 👑 Jensine's "Good as New" Merchandise - General Goods | |

Imperial City Arcane University:

The Arcane University is the site of the headquarters of the Mages Guild in Cyrodiil. The University is closed to all non-members and low-level recruits of the Mages Guild. To gain access to that prestigious university, an aspiring mage needs a recommendation letter from the various heads of the guildhalls across Cyrodiil.



Imperial City Waterfront:

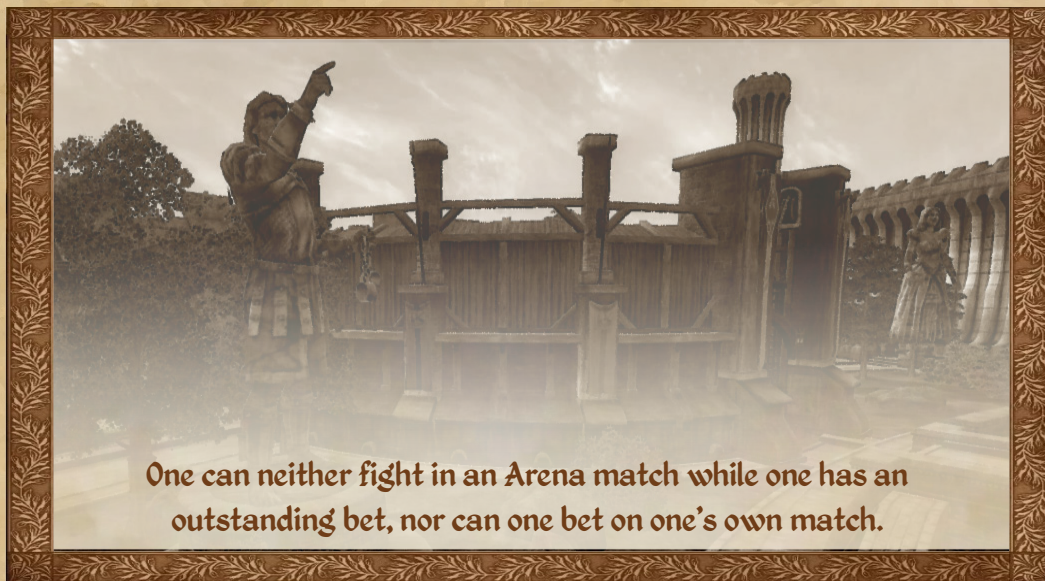
The Waterfront is the harbor and docks of the Imperial City and was located to southwest of the city proper. This is the region where ships from throughout Tamriel come to trade, pick up and drop off goods, and conduct other economic business. The Thieves Guild is widely known to operate in that area, yet the Imperial Legion has difficulty capturing the Guild's leaders, the Doyens, and the Gray Fox.

Exploring the Rest of the City:

The Imperial City is home to countless citizens and secrets that are left to you to discover. Discover the Imperial Prison, where your journey began, give a coin to a beggar, and be sure to listen for rumors. The world of Cyrodiil is rich in lore and ready to be navigated!

Imperial City Area District:

The Arena District is on the eastern side of Imperial City. It houses the Arena, from which the Hero can watch and bet on battles, as well as participate in them.



Joining the Arena:

A match in the Arena can only be registered from 9:00 am to 9:00 pm. The provided armor must be worn while fighting in the arena until the Hero becomes Champion rank or they will be disqualified. If the Hero gets disqualified twice, Owyn will prohibit them from fighting in the arena. There is a choice between light or heavy raiment. All fights are to the death. Prizes for each win range from 50–500, depending on rank.

Area Ranks:

1. Pit Dog.
2. Brawler.
3. Bloodletter.
4. Myrmidon.
5. Warrior
5. Gladiator.
6. Hero
7. Champion.
8. Grand Champion.

Betting at the Arena:

Besides fighting in the Arena, there is also the option of betting on daily fights between the two teams; Yellow and Blue. Regardless of whether or not one has fought any fights in the Arena, one can bet on either team. To bet, one must speak to the gatekeeper Hundolin at the entrance to the Arena.

Come Closer and See.

Factions or guilds are organizations of people with a common goal in Cyrodiil. The Hero can join several of these factions. Upon joining, specific tasks, known as quests can be administered by a higher-up or leading official of the faction. The major guilds of Cyrodill are the Dark Brotherhood, the Fighters Guild, the Mages Guild, and the Thieves Guild.

Dark Brotherhood:

The Dark Brotherhood are a perverted offshoot of the “legal” assassins guild, the Morag Tong, who are primarily based in the province of Morrowind. The Dark Brotherhood are a secretive underground cult that worships Sithis, the avatar of destruction and the Void.



The Fighters Guild:

The Fighters Guild is where those practicing combat arts can gather together and adventure on combat or melee-related quests. Anyone interested in combat that is focused on an honest living can join the Guild.

Unfortunately, the guild has recently started having trouble with a new group of mercenaries known as the Blackwood Company who have been stealing contracts and fighters from them.



The Mages Guild:

The Mages Guild is a guild dedicated to the collection, preservation, and distribution of magical knowledge with an emphasis on ensuring that all citizens of Tamriel benefit from this knowledge. Members of the Guild receive many benefits, including training, services, and education in the established laws regarding the proper use of magic.



The Thieves Guild:

The Thieves Guild is an organization of pickpockets, burglars, robbers, and thieves. Founded by the Gray Fox over 300 years ago. The guild is essentially a network of communication between the thieves of Cyrodiil, tips on loot and jobs from important people are passed along through the Doyen to the thieves, and Fences will buy their stolen goods, unlike most merchants.



Perks & Expulsion:

Other factions may provide amenities to the player, such as sleeping quarters, containers that never reset for safe item storage, and followers. Once a member attains a certain rank, they can freely take any items from the guild hall. However, it's important to note Factions possess some integral rules. Members cannot steal, murder, or attack other members of the guild without risking expulsion, arrest, or the faction's members becoming relentlessly hostile toward the player. Some will desist if the bounty is cleared.

See Into the Dark.

Cyrodiiil is a living breathing world therefore crimes can be committed. A crime is an unlawful act that a guard can reprimand the Hero for committing. Upon being caught for a crime, one will be given the option to pay the bounty, go to prison, or resist arrest.

Trespassing:

If a guard sees the Hero trespassing, they will immediately receive the trespass bounty. Other NPCs, however, will usually be more lenient. Trespassing around “off-duty” guards may also not immediately trigger a bounty, although this is a rare occurrence. Non-guard NPCs will warn the Hero a number of times to leave the area before alarming the guards and will follow them until they leave. If one continues to trespass in their line of sight, the NPC will become increasingly hostile.

Theft & Pickpocketing:

Both theft and pickpocketing involve taking items that do not belong to the Hero. Theft occurs when the Hero takes an object from the world, or from a container, and is punished based on the value of the item. Even attempting to pickpocket someone is a crime, if they detect the Hero. In both cases, if one is sneaking when trying to take the item, the weight and size of the object determines how likely it is to be detected. As a special case, pickpocketed gold, even though it weighs nothing, is very likely to result in being detected when taken.



Assault & Murder:

Not all attacks constitute an assault. If the NPC becomes hostile towards the Hero and attempts to attack them, there is no crime in attacking them in response. It is not a crime to attack a non-NPC creature (except owned farm animals), and certain NPC characters are considered “evil” enough that it is not a crime to attack them. If any non-hostile NPC is killed it is considered murder. Even out of sight someone always knows when a murder has taken place.

List of Crimes:

<u>CRIME</u>	<u>PUNISHMENT</u>
ATTACKING LIVESTOCK	5 Gold
TRESPASSING	5 Gold
THEFT	Half of the Items Value.
PICKPOCKETING	25 Gold
ASSAULT	40 Gold
ESCAPING FROM JAIL	50 Gold
STEALING A HORSE	250 Gold
MURDER	1000 Gold

Arrest & Jail:

While in jail, the Hero will be able to hide one lockpick. All previous attire will be replaced by a shirt, pants, and shoes. If the Hero successfully escapes from prison, they will have to sneak past or kill the guards in the jail and city, as well as retrieve their items from the Evidence Chest in the prison. Every 100 in the bounty equates to one day in prison. For each day spent in prison, one of the Hero’s skills will degrade. The skills that are affected are chosen randomly.

If You'll be my Bodyguard.

Oblivion has a real-time combat system, with various subcategories and elements contributing to engaging gameplay. The major categories of combat are Blade, Blunt, Ranged, Unarmed, Block, and Magic.

Bladed Weapons:

Bladed weapons are leveled by the Blade skill and include the Dagger, Shortsword, Longsword, Claymore, Katana, and Cutlass. Blades offer both one and two-handed options and pair well with a shield.

Blunt Weapons:

Blunt weapons are leveled by the Blunt skill and include the Axe, Battleaxe, Club, Mace, and Warhammer. These weapons offer high then average damage but have a slower swing speed. Blunt weapons offer both one and two-handed options and can pair well with a shield.

Ranged Weapons:

Ranged weapons are leveled by the Marksman skill and include Bows and Arrows. The longer the fire button/key is held, the more power will be put into the shot. Bows and the Arrow type affect the damage output.

<u>ARROW</u>	<u>BASE DAMAGE</u>
IRON ARROW	8
STEEL ARROW	9
SILVER ARROW	10
DWARVEN ARROW	11
ELVEN ARROW	12
GLASS ARROW	13
EBONY ARROW	14
DAEDRIC ARROW	15

Please Note: Base Damage refers to the base amount of damage an item can do, assuming maximum stats and skill.

Hand-to-Hand:

Hand-to-Hand is the skill that governs how well your character can attack enemies using only fists. Hand-to-Hand attacks damage both the opponent's Health and Fatigue, unlike other types of melee attack. Improving your Hand-to-Hand skill allows you to deliver more damage with your fists, and gives you access to power attacks.

Block:

Block allows the Hero to block melee attacks with shields and weapons. Successful blocks lower damage. While one can use a weapon to block attacks, it is more effective to block with a shield.

Magic:

Magic is a complex style of combat that includes spells in the Destruction and Conjuration schools for direct damage. Alchemy and Alteration can deal passive damage with poison or cast debuffs on your enemy. Spells in the Illusion, Mysticism, and Restoration can also help turn the tide of battle.

Weapon Material:

Most items are spawned based on the player's level. The following table describes the minimum level at which a weapon type begins to show up in randomly generated loot. lower-level weapons will also randomly appear. Enchanted versions of weapons will begin to appear two levels later.

<u>WEAPON QUALITY</u>	<u>LEVEL AS LOOT</u>	<u>LEVEL FROM VENDOR</u>
IRON	1	1
FINE IRON	N/A	2
STEEL	2	3
FINE STEEL	N/A	4
SILVER	4	7
DWARVEN	6	10
ELVEN	9	10
GLASS	12	12
EBONY	16	16
DAEDRIC	20	20

Please Note: This information is based on the original Oblivion further testing is required in the remaster before this is fact.

I Can Be Your Long-Lost Pal.

Whether you are a Thief in the night, a high-powered Mage, or a Knight Riding along the Gold Coast. Armor is your best friend. Armor falls into two categories Light Armor and Heavy Armor.

Light Armor:

The Light Armor skill determines how much protection is provided by lightweight armor, and how much damage light armor takes each time it is hit. It offers less protection than Heavy Armor but weighs down the player less. Light Armor types include: Fur, Leather, Chainmail, Mithril, Eleven, and Glass materials.

<u>LEVEL</u>	<u>EFFECT</u>
NOVICE	Light armor degrades rapidly with use (150% of normal rate).
APPRENTICE	light armor degrades at a normal rate.
JOURNEYMAN	Light Armor degrades at 50% slower rate.
EXPERT	Equipped light armor does not encumber them at all
MASTER	When a Master wears only light armor, they gain a bonus of 50% to the armor rating of that armor

Heavy Armor:

The Heavy Armor skill determines how much protection is provided by heavy armor, and how much damage the armor takes each time it is hit. It offers more protection but weighs more than Light Armor. Heavy Armor types include: Iron, Steel, Dwarven, Orcish, Ebony, and Daedric.

<u>LEVEL</u>	<u>EFFECT</u>
NOVICE	Light armor degrades rapidly with use (150% of normal rate).
APPRENTICE	light armor degrades at a normal rate.
JOURNEYMAN	Light Armor degrades at 50% slower rate.
EXPERT	Equipped light armor does not encumber them at all
MASTER	When a Master wears only light armor, they gain a bonus of 50% to the armor rating of that armor

Spinning in Infinity.

Oblivion has a few intricacies that deserve a little light that affects the world at large. Small pieces of a puzzle that have an impact on how the character plays and levels.

Repair:

To repair an item the player will need Repair Hammers. Armorer governs the use of repair hammers to repair both armor and weapons. As your skill improves, you can repair items more efficiently and will break repair hammers less often.



Quantity: 1

Break Chance: High

Lockpick:

A Lockpick is a tool used for picking the locks of doors and chests. It involves a mini-game where the player must line up the pins of the lock to open it. Effectiveness at using a lockpick is governed by the character's Security level.



While breaking into a house, if you are spotted upon exiting the house the locks will be reset by the owner.

Alchemy:

Alchemy is one of the seven skills that make up the Magical Arts in Oblivion. This skill allows you to identify the different effects of all the ingredients that you find in Cyrodiil. These ingredients can then be used to make potions and poisons. The potency and price of the potions and poisons that you make are determined by your Alchemy skill level.



The menu for creating potions or poisons is fairly simple. There are four boxes along the top of the menu. These display the Alchemy Apparatuses currently held in the inventory. *An Apparatus is a tool used to create potions and one of them is required to perform alchemy. From right to left: Mortar and Pestle, Retort, Alembic, and Calcinator.*

Spellmaking:

Custom spells can only be made at an Altar of Spellmaking. When you activate the Altar of Spellmaking, the spellmaking window appears. On the left, you are presented with a list of all the magical effects you can use to make a new spell. This list only contains the effects of spells that you know and are able to cast. Select a spell effect, and a new screen pops up where you can set the range (self, touch, or target), area of effect if appropriate, magnitude, and duration. These parameters determine three things: the Magicka cost of casting the spell, the minimum level of skill required in order to cast the spell, and the gold cost of making it.

Enchanting:

Enchanting magic items can be done in two ways: By using a Sigil Stone recovered from a plane of Oblivion, or by using a filled Soul Gem at an Altar of Enchanting. Both follow the same basic procedure. Choose an item to enchant, pick one or more magical effects to enchant into the item, define parameters on those effects, select a power source for the enchantment, and give the item a name. After this is all done, the process is complete. Enchanted Items have a limited number of uses before they need to be recharged with a soul stone.

Soul Gems:

Soul Gems are miscellaneous items that can be used to trap the soul of a dying creature or NPC. The resulting filled soul gems can be used as power sources for enchanted items, either when initially creating custom enchanted items or when recharging depleted enchanted weapons, either of which will consume the soul gem.



Same as it Ever Was.

Thank you for taking the time to read this. As an unsupervised kid obsessed with The Lord of the Rings, and who played with real swords and fireworks in a way that should have had the cops called on me, Oblivion was such a fun outlet for fantasy. Before the internet was commonplace I remember spending hours exploring Cyrodiil, looking in every cave, and searching every house for secrets. I hope this guide helps with that first hurdle and lets you dive into the world like I did. This is the 3rd strategy guide I've done, and while not as stylized as the others this one has definitely been the largest game guide I've had to tackle. To see more and some of the other art I've done check me out on Bluesky @HeyJoshRob. - Thanks



@HeyJoshRob